

+Bacon: bool <<get, set>>

+Egg: bool <<get, set>> {override} +Price: double <<get>> {override}

+Calories: uint << get>> {override}

+ToString(): string {override}

+SpecialInstructions: List<string> <<get>> {override}

Bleakwind Buffet. Point Of Sale

lainWindow MenuSelect NotifyPropertyChanged | -menuSelect: MenuSelect -mainWindow: MainWindow -orderSummary: OrderSummary -paymentOptions: PaymentOptions +MenuSelect(mainWindow:MainWindow) -BbClickHandle(sender:object, e:EventArgs) -cashRegister: CashRegister -DdClickHandle(sender:object, e:EventArgs) -bbCustom: BBurgerCustomization ashRegisterControl -ddCustom: DDraugrCustomization -TtClickHandle(sender:object, e:EventArgs) -GooClickHandle(sender:object, e:EventArgs) -ttCustom: TTripleCustomization +PropertyChanged:PropertyChangedEventHandler -PpClickHandle(sender:object, e:EventArgs) -gooCustom: GOOmeletteCustomization <<event>> -SsClickHandle(sender:object, e:EventArgs) -ppCustom: PPoacherCustomization +Total: double <<get>> -TtbClickHandle(sender:object, e:EventArgs) -ssCustom: SSkeletonCustomization +AmountDue: double <<get>> -DbwfClickHandle(sender:object, e:EventArgs) -dbwfCustom: DBWFriesCustomization +CustomerPayment: double <<get>> -FmClickHandle(sender:object, e:EventArgs) -fmCustom: FMiraakCustomization +Change: double <<get>> -MogClickHandle(sender:object, e:EventArgs) -mogCustom: MOGritsCustomization +DrawerHundredsQuantity: int <<get, set>> -VsClickHandle(sender:object, e:EventArgs) -vsCustom: VSaladCustomization +DrawerFiftiesQuantity: int <<get, set>> -AajClickHandle(sender:object, e:EventArgs) -aajCustom: AAJuiceCustomization +DrawerTwentiesQuantity: int << get, set>> -CcClickHandle(sender:object, e:EventArgs) -ccCustom: CCoffeeCustomization +DrawerTensQuantity: int <<get, set>> -MmClickHandle(sender:object, e:EventArgs) -mmCustom: MMilkCustomization +DrawerFivesQuantity: int <<get, set>> -SsodaClickHandle(sender:object, e:EventArgs) -ssodaCustom: SSodaCustomization +DrawerTwosQuantity: int << get, set>> -WwClickHandle(sender:object, e:EventArgs) -wwCustom: WWaterCustomization +DrawerOnesQuantity: int <<get, set>> +MainWindow() +DrawerHalfDollarsQuantity: int << get, set>> +DrawerQuartersQuantity: int <<get, set>> +SwitchScreen(name:string) +DrawerDimesQuantity: int << get, set>> +DrawerNickelsQuantity: int <<get, set>> rderSummary +DrawerPenniesQuantity: int <<get, set>> +CustomerHundredsQuantity: int <<get, set>> -mainWindow: MainWindow +CustomerFiftiesQuantity: int <<get, set>> +OrderSummary() +CustomerTwentiesQuantity: int << get, set>> +SelectionChangedHandler(sender:object, +CustomerTensQuantity: int <<get, set>> args:SelectionChangedEventArgs) +CustomerFivesQuantity: int <<get, set>> -CancelOrderClickHandle(sender:object, +CustomerTwosQuantity: int <<get, set>> e:RoutedEventArgs) +CustomerOnesQuantity: int <<get, set>> -NewOrderClickHandle(sender:object, +CustomerHalfDollarsQuantity: int << get, set>> e:RoutedEventArgs) +CustomerQuartersQuantity: int <<get, set>> -RemoveButtonClickHandle(sender:object, +CustomerDimesQuantity: int <<get, set>> e:RoutedEventArgs) +CustomerNickelsQuantity: int <<get, set>> +CustomerPenniesQuantity: int <<get, set>> +ChangeHundredsQuantity: int <<get, set>> +ChangeFiftiesQuantity: int <<get, set>> +ChangeTwentiesQuantity: int <<get, set>> +ChangeTensQuantity: int << get, set>> +ChangeFivesQuantity: int << get, set>> +ChangeTwosQuantity: int <<get, set>> +ChangeOnesQuantity: int <<get, set>> ymentOptions +ChangeHalfDollarsQuantity: int <<get, set>> shRegister +ChangeQuartersQuantity: int << get, set>> -mainWindow: MainWindow +ChangeDimesQuantity: int <<get, set>> -mainWindow: MainWindow +PaymentOptions(mainWindow:MainWindow) +ChangeNickelsQuantity: int << get, set>> -CashClickHandle(sender:object, e:EventArgs) +CashRegister(mainWindow: MainWindow) +ChangePenniesQuantity: int <<get, set>> -DebitCreditClickHandle(sender:object, e:EventArgs) -ReturnClickHandle(sender:object, e:EventArgs) +CashRegisterControl(total:double) -ReturnClickHandle(sender:object, e:EventArgs) -FinishClickHandle(sender:object, e:EventArgs) +CashExchange() +StoreCash() #NotifyPropertyChanged(propertyName:string) urrencyControl +Step: int <<get, set>> +Label: int <<get, set>> +CustomerQuantity: int +ChangeQuantity: int +CurrencyControl() -HandleButtonClick(sender:object, e:RoutedEventArgs)

/SaladCustomization

-mainWindow: MainWindow

MiraakCustomization

-mainWindow: MainWindow

MOGritsCustomization

-mainWindow: MainWindow

DBWFries Customization

-mainWindow: MainWindow

+VSaladCustomization(mainWindow:MainWindow)

+FMiraakCustomization(mainWindow:MainWindow)

+MOGritsCustomization(mainWindow:MainWindow)

+DBWFriesCustomization(mainWindow:MainWindow)

-DoneClickHandle(sender:object, e:EventArgs)

-DoneClickHandle(sender:object, e:EventArgs)

-DoneClickHandle(sender:object, e:EventArgs)

-DoneClickHandle(sender:object, e:EventArgs)



-mainWindow: MainWindow

+BBurgerCustomization(mainWindow:MainWindow)

-DoneClickHandle(sender:object, e:EventArgs)

DraugrCustomization

-mainWindow: MainWindow
+DDraugrCustomization(mainWindow:MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)

Triple Customization

-mainWindow: MainWindow
+TTripleCustomization(mainWindow: MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)

SSkeletonCustomization

-mainWindow: MainWindow

+SSkeletonCustomization(mainWindow:MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)

PPoacherCustomization

-mainWindow: MainWindow

+PPoacherCustomization(mainWindow:MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)

OOmeletteCustomization

-mainWindow: MainWindow
+GOOmeletteCustomization(mainWindow: MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)

CCoffeeCustomization

+CCoffeeCustomization(mainWindow:MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)

-mainWindow: MainWindow

+SSodaCustomization(mainWindow:MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)

WWaterCustomization |

SodaCustomization

-mainWindow: MainWindow

-mainWindow: MainWindow+WWaterCustomization(mainWindow:MainWindow)-DoneClickHandle(sender:object, e:EventArgs)

MMilkCustomization

-mainWindow: MainWindow+MMilkCustomization(mainWindow:MainWindow)-DoneClickHandle(sender:object, e:EventArgs)

AJuiceCustomization

-mainWindow: MainWindow

+AAJuiceCustomization(mainWindow:MainWindow)
-DoneClickHandle(sender:object, e:EventArgs)